WELCOME TO CAMPAIGN SERIES: MIDDLE EAST

NOTE: This version requires uninstalling the previous version before installing the current one. To avoid issues, please complete your ongoing games before proceeding with the upgrade.

Table of Contents

Release Notes for Middle East 3.0

Campaign Series: Middle East 3.0 introduces numerous exciting updates and improvements!

First and foremost, this version has been completely reimagined and **requires uninstalling the previous version from your system**. After uninstalling, please manually remove any leftover data or folders from your installation path to ensure a clean upgrade.

One of the highlights of Middle East 3.0 is the introduction of **an entirely new 3D map graphics system.** For those who prefer the **graphics from the previous version**, they **remain available** and can be reactivated with a simple folder rename. Detailed instructions for this process are provided below.

Additionally, Middle East 3.0 includes **new Orders of Battle for Iran and Iraq**. This update expands the potential for scenario creation, and with the editors provided in the installation package, you can design your own battles.

This update marks a major milestone for Campaign Series: Middle East, bringing plenty of new and enhanced content for you to explore. We hope you enjoy everything this new version has to offer!

System Requirements

To play *Middle East*, your computer system must meet these requirements.

Processor: 2.0 GHz dual-core or better
Memory: 2 GB free RAM (4 GB or more recommended)
Graphics: DirectX 11/12 compatible GPU
Disk space: 10 GB free drive space (actual used space may grow with usage)
Display: 1920x1080 resolution or higher
Soundcard: Windows-compatible sound card
Operating System: Windows 10 (version 1809 or later), Windows 11
.NET Framework: 4.7.2 or later
Additional Components: Microsoft Visual C++ Redistributable for Visual Studio 2022 (x86, 32-bit)

As a rule, the faster your processor and the more RAM you have, the better the game performance, especially for playing excessively large scenarios. The game's screen resolution is dynamic. The viewable area adjusts to your monitor's resolution, exposing more of the play area on larger monitors or at higher resolutions.

Installation Procedures

Write down the serial number for the game, as you will need it during the installation process.

Installation from the Digital Download:

Download the primary EXE file from the Matrix Games website and double click on the EXE. The *Middle East* Setup window will appear. Read the introduction and click *Next* when you are complete. Continue following the instructions until the *Middle East* is installed.

Installation from the DVD-ROM:

Insert the DVD -ROM into the DVD -ROM drive. The *Middle East* Setup window will appear. Read through the introduction and click *Next* when you are complete. Continue following the instructions until the *Middle East* is installed. If the Setup does not automatically run, you can access it by double clicking on the CS-Middle-East-SetupRelease-V1DR.exe (or similar) file on the root of the DVD -ROM.

Updates

Middle East can be considered a *living* game. This means that this is not the final version of the game, but the beginning of a continually growing entity! As time progresses, there will be updates made available that will expand and enhance the game. These are intended to include new features, new units, new countries, new scenarios, and new campaigns.

You can access an UPDATE several ways:
1. Click on the UPDATE button on the main game menu.
2. Download the latest UPDATE from the Matrix Games product page.
3. Notification will be sent via your Matrix Games Member Account (*see below*)
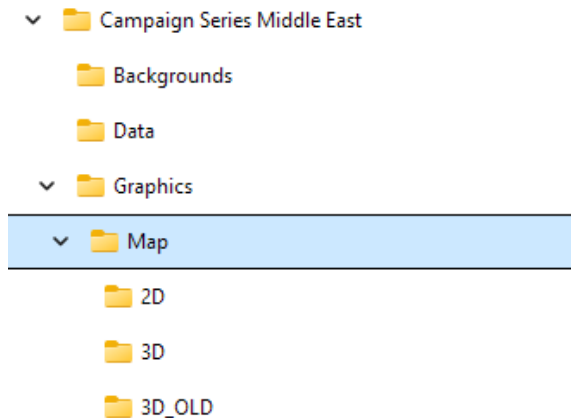
The UPDATEs will be cumulative, so you will only require the latest version to install.

Do not forget to UPDATE the installation by clicking on the UPDATE button on the main menu!
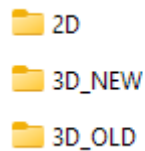
Enabling Old 3D Map Graphics

To enable the older generation 3D map graphics, follow these steps:

- Exit game if open.
- Locate the game installation folder.
- Navigate to the Graphics subfolder, then open the Map subfolder.
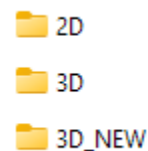 Before: "3D_OLD" contains the old images:

  - Campaign Series Middle East
    - Backgrounds
    - Data
    - Graphics
      - Map
        - 2D
        - 3D
        - 3D_OLD

- Rename "3D" to "3D_NEW" or any other name you prefer.
- Then, rename "3D_OLD" to "3D":

  Folder rename in-progress: "3D" is now "3D_NEW"

  - 2D
  - 3D_NEW
  - 3D_OLD

  Folder rename completed: "3D_OLD" is now "3D", while the new graphics are in "3D_NEW"

  - 2D
  - 3D
  - 3D_NEW

- Restart the game. The game will now use the older set of 3D map images.

To restore the current 3D map style, simply repeat these steps in reverse.

17.0 Update Log (From Game Manual)

NOTE: **This version requires uninstalling the previous version before installing the current one.**

Be sure to either complete your ongoing games or back them up and manually restore them to meet the current standards.

Going forward, before installing any new updates, please ensure that all game modifications are disabled using the JSGME tool, if you had previously enabled any of them. **This is important.**

17.1 Middle East Update Log for 3.00

17.1.1 Errata

- Numerous typos fixed throughout the manual for 3.00

17.1.2 Enhancements

- Implemented a new front-end launch dialog, replacing the multiple old interface dialogs.

- Added subfolders to the Scenarios\ folder to organize scenarios by campaign.

- Campaign is a now a column in the new front-end interface for easier navigation.

- With the old front-end code deprecated, the need for the 2008 C++ redistributable has been removed. The lastest redistributable are now in use.

- Updated all Help buttons to open context-specific chapters in the game manual.

- Introduced a new SITREP dialog with a Force Status tab and enhanced the old Strength and Victory dialogs as tabs. The old dialogs are now deprecated.
- Implemented a new Find Locations dialog with a grid view instead of a text area.
- Implemented a new Find Objectives dialog with a grid view instead of a text area.
- Standardized all dialogs with buttons centered in the middle of the interface.
- Enlarged and updated the Artillery Support and Close Air Support dialogs, providing more informative content instead of the many abbreviations used previously.
- Added a new Standing By for Orders dialog for player to choose between available options, as set in Lua.
- Added the Scenario Description template to Scenario Editor's New Scenario dialog.
- Added and updated approximately 40 CSEE functions, both for Lua for interacting with game engine, and game engine interacting with Lua.
- Added a new Check for Orders status menu item and CSEE functionality for player / CSEE interaction. CSEE can now provide options for the player to choose from.
- Created a revised csmklua.pl utility for generating scenario Lua skeletons. In addition to skeleton code, it includes pre-existing functionality, such as supply availability through the Check for Orders dialog, and computer side battle plans for Artillery and Airstrikes.
- Created a new csmkutxt.pl utility for generating Unittext.txt platoon descriptions from platoon*.csv data in the OOBs subfolder (requires converting platoon*.oob files using the csoob2csv.pl utility first).
- Added Iran to Order of Battle editor for Middle East.
- Enabled the Middle East Orders of Battle for Angola, Portugal, Rhodesia, South Africa, Tanzania, and Uganda nations for the planned Subsahara mod.
- Enhanced the Report dialog, used by Scenario Briefing. The dialog is now larger and includes a

Copy to Clipboard button.

- Opportunity Fire target selection now considers whether the target stack contains ground-only, air-only, or mixed units and selects targets accordingly.

- There is a 50% chance that the maximum number of attacks per hex may be smaller or larger than the set parameter (Adaptive AI parameter #126: max_hex_opfire_attacks).

- Helicopter flight time now defaults to 12 turns (previously: 9) (Adaptive AI parameter #140: helo_turns_until_refuel).

- Updated default values and added new options to the game configuration, which is saved to the Windows Registry. The game now saves the selected options for Visible, Reachable, Landable LZ hexes, and Command Range Hex Highlight settings.

17.1.3 Fixes

- Fine-tuned the error message for Recon Reveal to include a notification if the unit is not capable to perform a recon reveal. Note that not all units categorized as Recon are eligible for this action. The ReconUnit flag under Capabilities in the Unit Handbook indicates whether a unit is qualified.

- Fixed the issue with Scenario Editor not able to save line breaks in Scenario Description dialog.

- Fixed the issue with AI indirect fire having been restricted too much for Vietnam 1.30 and Middle East 2.30

- .

17.1.4 Graphics

- Map 3D images are now completely revised into 250 metre per hex scale by Bill "MausMan" Blake. Old legacy graphics continue to be available as well (require a simple folder rename).

- Fixed the Lebanon and Pro East 3D Unit Base graphics that were broken in version 2.30.

- Adjusted all background images to the same Sepia effect, brown for Middle East.

17.1.5 Data

- Order of Battle: Iran added with historical information covering 1948-1985.

- Order of Battle: Iraq rebuilt with historical information covering 1948-1985.

- Order of Battle: added Mujahideen to Pro West nation 14 from the late 1970's to 1985.

- Numerous platoon edits, tweaking assignments for NATO and 2D symbols to ensure consistency.

- Numerous platoon edits, tweaking infantry type units, ensuring consistency with values, in particular movement and firecost.

- Unified the init.ai Adaptive AI base file, although with the init.lua and user.lua CS Event Engine base files, into single versions for all Modern Wars series games, replacing the previous game specific versions for *Middle East* and *Vietnam*.

- Standardized the platoon OOB file column CounterCell2d to store the unit category in twelve unit categories.

- Middle East now also uses the Counters file template, which includes the four identical rows of twelve-unit categories, allowing up to four armed forces branches to be depicted in a standardized manner.

- Fixed the issue where init.ai previously had a too low threshold for allowing indirect fire by the map.

- New CSlint tools in the Tools folder: **csoob2csv.pl** and **cscsv2oob.pl** scripts for converting Platoon data between the proprietary in-game format and common comma-separated value (CSV) files.

- Completely reworked CSlint tools in the Tools folder: an enhanced **csmklua.pl** script for creating CSEE Lua files for scenarios. The current version will generate a skeleton file and also adds advanced Scripted AI logic, including support for Scenario Briefings, Logistics and Artillery and Airstrike management. Expect this to be enhanced in the future!

17.1.6 Scenarios

- Scenarios designed by Jason Petho have been converted to use cumulative, turn-by-turn objectives.

- Restored seven Al Sandrik scenarios from the Duel in Golan series to the latest standards and added them back to the game.

- All scenarios now include an accompanying CSEE Lua file. In this iteration, the files introduce Logistics, Scenario Briefings and Scripted AI controlled Artillery and Airstrikes. This is PHASE ONE of the **csmakelua2.pl** scripting.

17.1.7 Mods

- Upgraded Gary Collins' 3D Alternative Unit Base mods to align with the current graphics template standards.

- Added Jason Petho 3D Marker and Map Mod that utilizes the classic map markers.

17.1.8 Manual

- The manual has been revised to the 3.00 UPDATE.